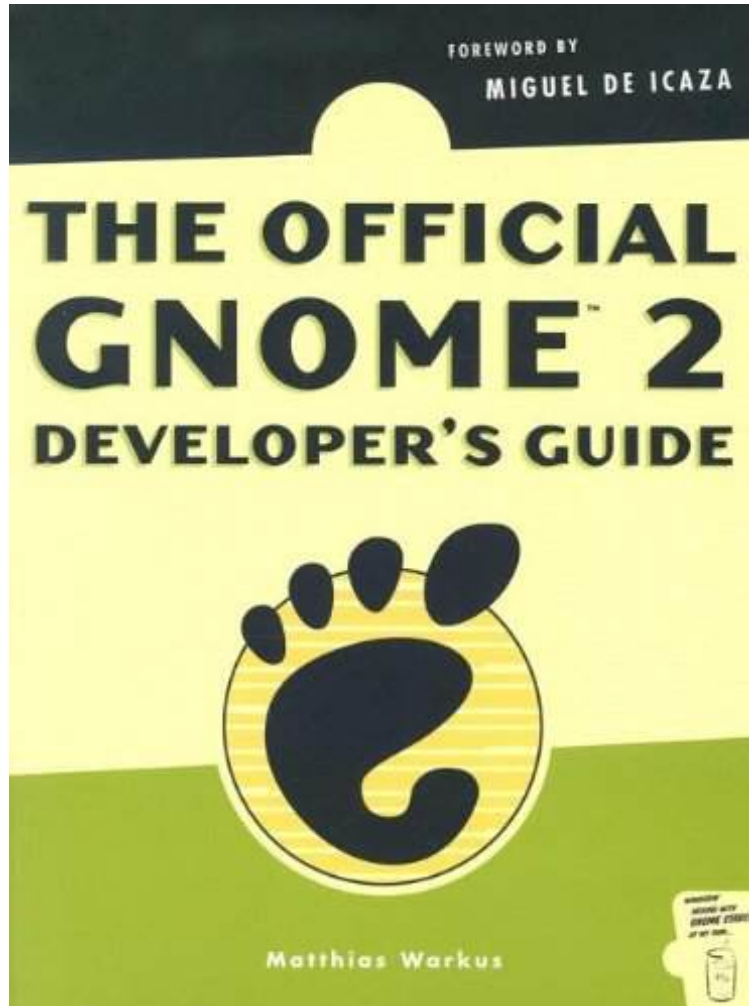


The Official GNOME 2 Developer's Guide

By Matthias Warkus



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needs to know about GNOME development While it may be unlikely that many developers will need to use GTK in C extensively understanding the design at that level will allow you to understand the architecture of high level GTK bindings such as PyGTK I strongly recommend anyone that intends to co Developers who write programs for GNOME use the GNOME API Working with the GNOME API is preferable because the program will conform to the standard GNOME program look and feel It also allows the developer to use the GNOME specific libraries in the program greatly simplifying the development process The Official GNOME 2 Developer s Guide is the official GNOME Foundation guide to programming GUIs and applications using the GTK and GNOME API Developed in par an information dense text that is particularly well written extensive use is made of annotated examples Linux Users of Victoria About the Author Matthias Warkus has been using Linux since the age

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